



CASTLE SMASH

HAUKURUTIA TE PĀ

SKILL FOCUS

- Bowling
- Underarm Throwing

COMPLEXITY



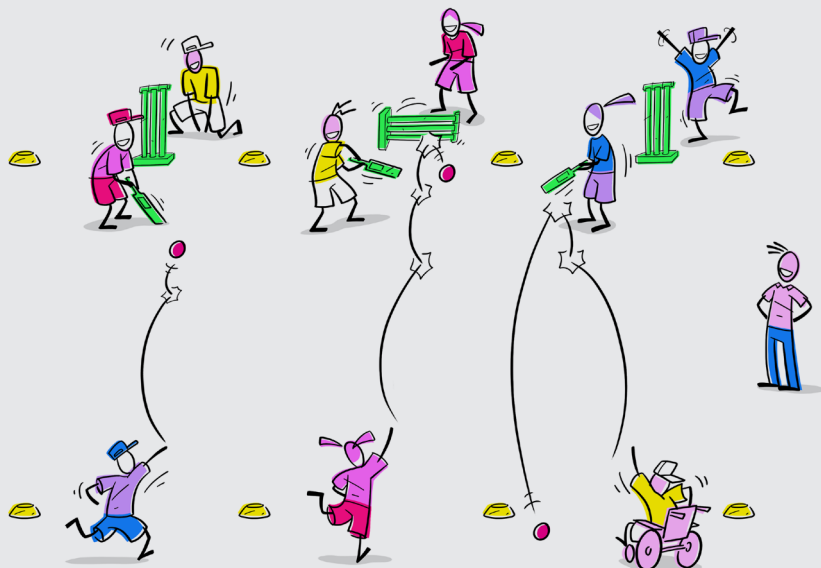
WHAT OTHER SKILLS COULD BE INVOLVED

Underarm Rolling, Fielding & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.
- Encourage Smashies to think where the ball is travelling to and move to hit it successfully.
- Encourage Smashies to think about a long elephant trunk motion to help with underarm bowling.

SET UP



LET'S PLAY

- One Smashie bats, one Smashie bowls, one Smashie stands behind the castle.
- Smashie bowler rolls the ball along the ground trying to knock down the castle of the batter.
- Smashie with the bat attempts to hit the ball.
- Fielding Smashie stands behind the castle as wicketkeeper, ensuring that the ball doesn't pass them.
- If the batting Smashie hits the ball, they get 1 point.
- If they hit the ball past the bowling Smashies cone, they get an extra point.
- The bowler Smashie is awarded 1 point every time they can knock down the castle.
- Rotate roles every 3 deliveries.

EQUIPMENT



Cones, Balls (Small or Large).
Bats, Wickets and Bases.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups
(split into pairs or teams) or try
it at home with someone.

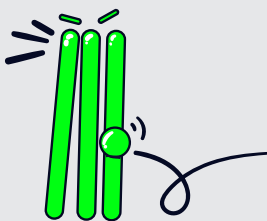
VALUES

(PROMPT THE SMASHIES)



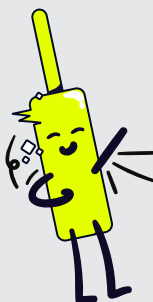
HONESTY PONO

How could the Smashies be honest when they play this game?



SUPPORT TAUTOKO

In what ways can Smashies support their partner or teammates when playing?



COOPERATION MAHI TAHI

How could Smashies work together when they play?

MIX IT UP

- ⊖ Begin with rolling the ball along the ground, then progress to underarm throws, overarm throws and then finally bowling. Use a larger ball to make it easier.
- ⊖ Move the cone forward or backward to increase or decrease the distance between the bowler and the batter.
- ⊕ Decrease the size of the castle, making the target smaller.

SMASH IT UP



Mission – Add different gates to hit through to score extra points as an **Energy Boost**.



Boss Battle – Smashies vs Activators / Coaches / Teachers / Whānau.



Arena Mode – Make gates bigger or smaller as required.

SMASHIES VALUES

(REFLECT WITH SMASHIES)

- What were some of the ways that your team cooperated today?
 - How did you show support for each other?
 - How were you honest in the game?



I did a good job of being cooperative / supportive / honest



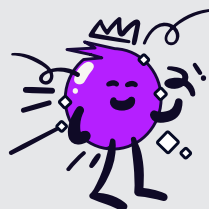
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
 - I Like the way you...*
- When you hit the ball, what do you think happened?
- How can you hit towards a certain target?
- How do you release the ball when you underarm roll it?